(a) processing vertex data, wherein the processing of the vertex data includes an inverse operation involving a W-attribute of the vertex data;

(b) outputting the processed vertex data;

(c) identifying a value of the inverse operation involving the W-attribute of the vertex data;

(d) clamping the value of the inverse operation if the value of the inverse operation meets predetermined criteria, wherein the criteria includes the value of the inverse operation being greater than a predetermined amount; and

(e) multiplying the value of the inverse operation during a perspective correction after clamping the value of the inverse operation;

(f) wherein the value of the inverse operation is clamped to avoid multiplying by a large factor during the perspective correction.

65. A computer program embodied on a computer readable medium for handling output values in a graphics processing module representative of an inverse operation involving a W-attribute of vertex data, comprising:

(a) a code segment for processing vertex data, wherein the processing of the vertex data includes an inverse operation involving a W-attribute of the vertex data;

(b) a code segment for outputting the processed vertex data;

(c) a code segment for identifying a value of the inverse operation involving the W-attribute of the vertex data;

(d) a code segment for clamping the value of the inverse operation if the value of the inverse operation meets predetermined criteria, wherein the criteria includes the value of the inverse operation being greater than a predetermined amount; and

(e) a code segment for multiplying the value of the inverse operation during a perspective correction after clamping the value of the inverse operation;

(f) wherein the value of the inverse operation is clamped to avoid multiplying by a large factor during the perspective correction.

69. A system for handling output values in a graphics processing module representative of an inverse operation involving a W-attribute of vertex data, comprising:

(a) logic for processing vertex data, wherein the processing of the vertex data includes an inverse operation involving a W-attribute of the vertex data;

(b) logic for outputting the processed vertex data;

(c) logic for identifying a value of the inverse operation involving the W-attribute of the vertex data;

(d) logic for clamping the value of the inverse operation if the value of the inverse operation meets predetermined criteria, wherein the criteria includes the value of the inverse operation being greater than a predetermined amount; and

(e) logic for multiplying the value of the inverse operation during a perspective correction after clamping the value of the inverse operation;

(f) wherein the value of the inverse operation is clamped to avoid multiplying by a large factor during the perspective correction.